

# Project 5

Team 10

Section 12:30pm-1:45pm

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For this project we came up with an idea about a card game that has superheroes battle against each other. The game can be played by as many players and has no limit. As long as there are images of superheroes people can continue to play. We decided to use JavaFX for this project since we were already familiar with it and could do the most with it. We previously had ideas to use Node.js but that didn't work out too well for us after considering everything with the GUI.

The first thing we decided to approach was the how the game would be and how it would be played amongst many players. As said before we decided on a card game of superheroes. We decided the best way to play this game is to have each player get 5 random cards with different characters and different stats. Each card will have attack, defense, and special points. The players will play a card against another players card and whoever has the better stats will be determined the winner. How the round is decided is simple. Each card will use their attack points to attack the other players defense points, if the attack is higher than the defense than that player wins the round. If it is lower, than the other player has a chance to attack. If their attack points are higher than the other players defense points than that player wins. In a special case were no one wins it goes to the tie breaker. Once here whoever has the higher special wins the round. The player who reaches 3 points first is declared the match winner. This is how the game will be played for the most part.

Since we are using JavaFX, we implanted a similar framework in previous projects. By this I mean having the IP and port number already implemented. We didn't have the players input these numbers because there was no need and would ruin the experience for the players. How the game will look is also simple and easy to understand. Each player will be presented with a screen that will have your cards already ready for you to use with the attack, defense and

the special shown on the cards much like actual superhero battle cards. Once here you will press the button that will randomize your opponent, after this you will be notified on which player you have matched up with and then the match will start. The match is pretty straight forward and depending on who wins their name will be shown as the winner. When you send the choice, the image is then displayed for both the opponent and the player playing.

